RUNESCAPE® KINGDOMS

KALPHITE QUEEN EXPANSION

INFESTATION OF DOUBT CAMPAIGN RULEBOOK

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Introduction

Runescape Kingdoms: Kalphite Queen Expansion enhances your *RuneScape Kingdoms* experience with a new skill, campaign, area and boss. Supplement your abilities with the unique Summoning skill, track down the elusive Osman, explore the desert city Al Kharid and face down the Kalphite Swarm, directed by their venomous Quéen.

How To Use This Expansion

When playing *RuneScape Kingdoms: Shadow of Elvarg*, you can add individual elements from this expansion to play with as you choose. You can add some elements and not others, or all of them together. The following sections will explain how to add the Summoning skill, and the Al Kharid game board to play alongside your *Shadow of Elvarg* campaigns.

When playing the Infestation of Doubt campaign, all of these elements are used together, alongside Osman.

Please note that a copy of *RuneScape Kingdoms: Shadow of Elvarg* is required in order to play this expansion.

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COMPONENTS

Kalphite Queen (1)
This miniature represents the boss you'll encounter at the end of the Infestation of Doubt campaign.

Osman (1)
Al-Kharid's elusive spymaster. A friend or foe?

Spy Cards (13)
These cards represent Osman's elaborate network of spies.

Summoning Reference Cards (5)
These cards list the additional bonus action granted by the Summoning skill – Summon.

Summoning Skill Cards (5)
These cards track the Summoning skill and experience level for each adventurer.

Familiar Cards (5)
These cards represent the various familiars adventurers can summon to their aid.

Summoning Tokens (18)
These numbered tokens are used as part of the Summoning skill.

Vault Cards (30)
Additional vault cards for the Infestation of Doubt campaign.

Region Map (1)
An extension to the game board representing Al Kharid, where players will place miniatures and tokens on the three new regions.

Campaign Boards (1)
The campaign board details the Infestation of Doubt campaign. The campaign culminates in a boss battle fought on the reverse side.

Side Quest Cards (4)
These cards indicate how to start a side quest, and explain what the adventurer needs to do to complete it.

Event Cards (3)
These cards detail some random events that may occur while adventuring.

Danger Card (1)
This card explains the unique dangers of the Infestation of Doubt campaign.

Exploration Cards (6)
These cards represent the encounters that occur while exploring Al-Kharid.

Escalation Cards (3)
These cards show the escalating threat of an unknown plot.

Behaviour Cards (12)
These cards represent the unique fighting style of the Kalphite Queen

Terrain Cards (10)
These cards represent the unique features of the Kalphite Queen boss fight.

RuneScape Tokens (20)
Used for various effects over the course of your campaign.

Poison Tokens (25)
Gained when your adventurer suffers poison effects.

Danger Tokens (10)
These measure unique threats in each campaign, which deepen as they progress.

Connection Tokens (2)
These tokens mark the regions on the main map board from which adventurers can travel to Al Kharid

SUMMONING SKILL

The Summoning skill allows adventurers to summon familiars, which grant unique special abilities and aid in skill tests.

The Summoning skill can be added alongside the campaigns in *RuneScape Kingdoms: Shadow of Elvarg* and other *RuneScape Kingdoms* expansions.

To set up the Summoning skill, first take the five familiar cards – Pack Yak, Reborn Phoenix, Steel Titan, Granite Lobster, and Magpie – and place them in the playing area, where each player can see them. This is the summoning pool. Then, each player collects one Summoning skill card and one Summoning reference card. Place a token RS in the 1 slot of the skill card and a 1 summoning token on the first Summoning token slot, as shown below.

1. **XP slots** – space to track the adventurer's current XP in Summoning.
2. **Level slots** – Space to track the adventurer's current skill level in Summoning.
3. **Summoning token slots** – space to keep the summoning tokens the adventurer currently has access to. These tokens have numbers printed on them to help players keep track of how many summoning tokens they have. They will move between the skill card and familiar cards.
4. **Token** RS – Token to track current skill level
5. **Summoning Token** – Token ready to be placed on a familiar.

Gaining Summoning Skill Levels

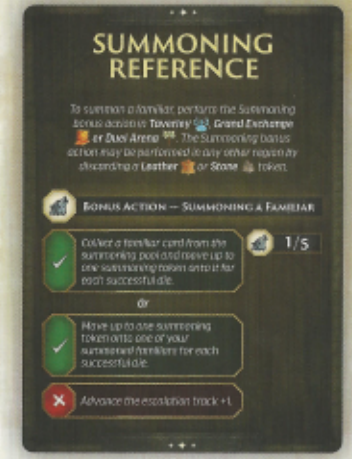
When an adventurer gains an XP in Summoning, place an XP token in one of the XP slots on their skill card. If both slots are already filled, remove all the XP tokens and increase the skill level by one instead.

To increase the Summoning skill level, move the token RS to the next level slot. After a token RS moves to the 10 slot, the next time the adventurer levels up in Summoning, they take a new token RS and place it on the 1 slot. The adventurer's Summoning level is 10x the number of tokens stacked on the 10 slot, plus the number on the slot of the new token. The Summoning skill can be levelled up to a maximum of 99.

Gaining Summoning Tokens

At level 1, adventurers have access to a single Summoning token, and will gain access to more Summoning tokens as their Summoning skill level increases, gaining a second when they reach Summoning level 4, and a third at level 7. When an adventurer gains a new Summoning token, it is placed on the skill card in the corresponding slot.

Using Summoning Tokens



To use Summoning tokens, an adventurer must perform the bonus action detailed on the Summoning reference card. If they are successful, they may collect a familiar card from the Summoning pool. They may then move one Summoning token for each successful skill die from their Summoning skill card onto one of their summoned familiars. Each familiar can only be summoned by a single adventurer at a time.

Familiars

1. **Name** – what the familiar is called.
2. **Skills** – the skills the familiar has an affinity with.
3. **Special abilities** – each familiar gives adventurers unique abilities.
4. **Summoning token slots** – slots to place summoning tokens.

Each familiar has an affinity with up to two skills (2). When an adventurer takes a skill test while they have a summoned familiar with an affinity to that skill, they may use their Summoning skill in place of the skill detailed on the test. When they do, they gain an XP in Summoning instead of the skill detailed on the test. However, if the test fails or if the result of one or more dice is 1, after the test has been resolved, move one summoning token from the familiar back to the summoning skill card.

If the adventurer's Summoning skill level is equal to or greater than the level indicated by a familiar's special ability (3), they may use it by removing the indicated number of Summoning tokens from the familiar card and placing them back on the Summoning skill card.

If there are no summoning tokens on a summoned familiar card (4), return it to the summoning pool.

Rerolls

Rerolls are performed immediately after the original roll. The same dice can never be rerolled more than once.

Summoning Examples

Eddie discards a stone token to use his bonus action to perform the Summoning bonus action, rolling three successes! Unfortunately since Eddie's Summoning skill is level 4, he only has two Summoning tokens available and the third success is wasted. He takes the Steel Titan familiar card and moves his two Summoning tokens onto it, summoning the Steel Titan.

Now, since he's taken a skill test in Summoning, he gains an XP in it.

In another turn, Eddie has to take a Ranged skill test. His Ranged skill is 1, meaning he would normally roll one die. Fortunately his summoned Steel Titan has an affinity with Ranged, so he can use his Summoning skill of 4 and roll three dice!

Eddie passes the skill test, gaining an XP in Summoning and levelling the skill. In addition, since he rolled a 1 on one of the dice, he must move one of the Summoning tokens back to the skill card.

AL KHARID

Al Kharid is a new area, which plays a significant part in the Infestation of Doubt campaign, but it can also be added to the game during the *RuneScape Kingdoms: Shadow of Elvarg* campaigns and other *RuneScape Kingdoms* expansion campaigns.

To do so, place the Al Kharid board beside the map. Then take the connection tokens placing them in Digsite and Lumbridge, as shown. A region with a connection token is considered to be adjacent to the corresponding region on the Al Kharid board, as if they shared a travel path. Digsite is adjacent to Duel Arena, and Lumbridge is adjacent to Al Kharid Centre and Shantay Pass.

Al Kharid regions are Dual Arena, Al Kharid Centre, and Shantay Pass.

Now take the Al Kharid exploration cards and place them beside the other exploration decks.

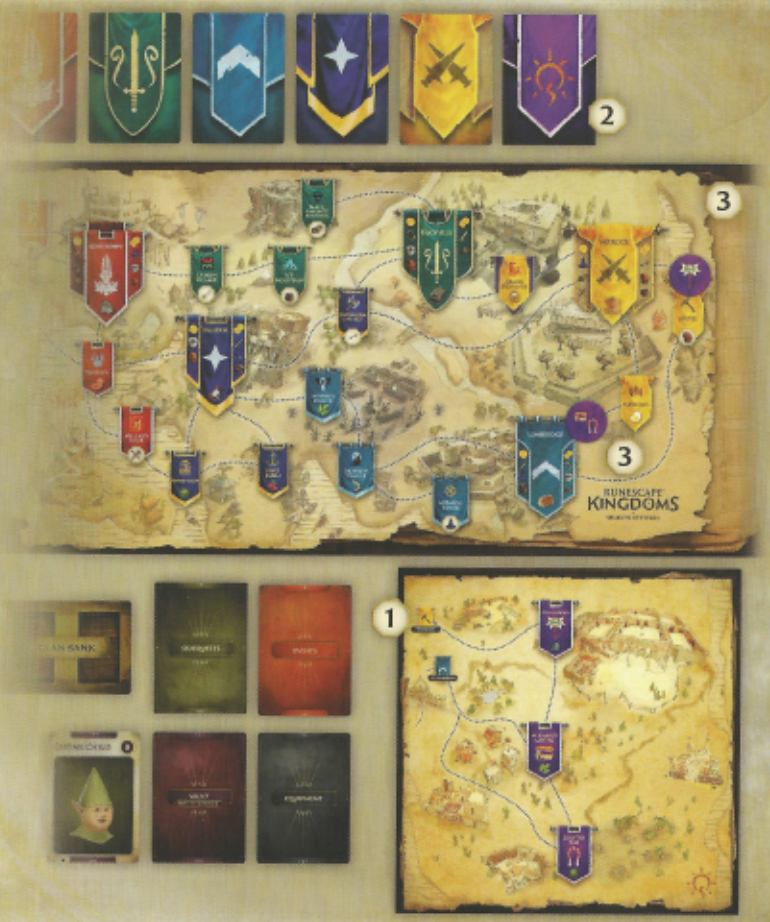
Al Kharid does not have a capital region.

BEWARE

Al Kharid can be a dangerous place for low level adventurers.

1. Al Kharid Region Map
2. Al Kharid Exploration Deck
3. Connection Tokens

AL KHARID
DUEL ARENA
Wizards in the area are pitting their familiars against each other. You might be able to pick up a thing or two.
6/6
Gain an additional 1 XP
AL KHARID CENTRE
Chancellor Hassan offers travelers water and food after their journeys across the hot desert.
3/4
Gain an ingredient of your choice.
SHANTAY PASS
Bandits hide in the sands, waiting to ambush passing travelers.
8/7
6/8
Gain 2 GP
Suffer a wound and discard a GP



The Spy Deck

At times during the Infestation of Doubt campaign players will be instructed to draw cards from the spy deck. When a player draws a spy card, they should read and resolve any text on it, then return it to the box.

Some spy cards will ask players to roll on the Osman Sighting Table, which can be found on the back of this booklet.

Terrain Hitpoints

Some of the terrain in this campaign's boss fight represent enemies that can be attacked, using combat actions, as described in the boss fight section. When a terrain card with hitpoints suffers any wounds, place a corresponding number of tokens RS on the card. When the number of tokens on the card equals or exceeds the card's hitpoints, remove all of the tokens and flip the card.

Spymaster Quests

During the Infestation of Doubt campaign players will collect spymaster quests from the vault. Once these have been collected from the vault they are placed beside the campaign board and can be attempted by adventurers as if they were campaign quests.

At the end of spymaster quests, adventurers will collect a clue card, which completes the quest.

Clue Cards

Clue cards are drawn from the vault and give players some insight into the hidden plot threatening Al Kharid. These are narrative cards with no gameplay effect. However, we recommend players keep hold of the clue cards they've collected to reference later.

CAMPAIGN

In the desert, intrigue and subterfuge dominate the political landscape. Hidden agendas threaten the peace between the two major desert cities – Al Kharid and Menaphos.

CAMPAIGN 6 – INFESTATION OF DOUBT

The Infestation of Doubt campaign can be played directly after finishing the A Cat's Tale of Triple Trouble, or as a standalone campaign.

If players are not continuing directly from the A Cat's Tale of Triple Trouble campaign, we recommend checking your adventurer's skill levels against the guide in the next section, and adjusting them appropriately.

NEW ADVENTURER GUIDE

Players can enter the game by collecting a character sheet, selecting one of the adventurer miniatures not already being used, and placing it on the map, in a capital region without any other adventurers in it. They collect four GP and four different resources of their choice.

Now collect a Recipe Book card and search the item deck, choosing one of the starting equipment cards and place it in the adventurer's inventory. Next, shuffle the item deck and add the top two cards from it to their inventory. They may now upgrade up to two upgradable equipment cards in their inventory, as if they had passed the ⚒ test detailed on them.

Adventurers now set each of their skills to level one, and gain additional skill levels depending on the total number of adventurers:

(1) 44 (2) 38 (3) 32 (4) 30 (5) 26

Summoning cannot be levelled above 5 and no other skill can be levelled above 12 as a result of this.

SETUP – STANDALONE CAMPAIGN

If players have not continued directly on from the A Cat's Tale of Triple Trouble, follow the instructions in the Setting Up section on page 14 of the *RuneScape Kingdoms: Shadow of Elvarg* rulebook, then the instructions in the next section.

In addition, search the exploration decks and remove any cards with the VS, DS, FS, ORS, or KQ icon. Replacing them with vault cards 55, 56, 57, 88, 89, 90, 131, 132, 133 and 134, which can be found in the remainder of the vault cards.

CONTINUING FROM A CAT'S TALE OF TRIPLE TROUBLE

- Place the Kalphite Queen vault deck, numbered F1-E30 near to the Shadows of Elvarg vault deck. Do not combine them.
- Take the side quest cards with the Kalphite Queen KQ icon and add them to the side quest deck. Adventurers may accept a new side quest now.
- Add the Kalphite Queen KQ event cards to the event deck.
- This campaign uses the Kalphite Queen KQ escalation deck. Replace any escalation cards in play with it.
- Place the Kalphite Queen campaign board in the playing area. Place the Espionage danger card in the slot on the campaign board and read it aloud.
- The Summoning skill and Al Kharid must be added to the game, as described in previous sections.
- Take the spy cards and remove the Osman card. Shuffle the rest then place the Osman card at the bottom and place them in the playing area. These cards make up the spy deck.
- When setting up the Summoning skill, one adventurer begins with 9 levels in it. Any other adventurers begin with 5 levels in the Summoning skill.
- When everyone is ready, draw and resolve the top card of the escalation deck. When not referencing this rulebook, place it face down in the playing area so the Osman table is visible.

Believe The Emissary
Kalphite Queen Boss Fight

Just after the last of Al Kharid's guards depart to capture Osman, a heavy rumbling and approaching dust cloud forewarns of the true threat... and your grave mistake. "Betrayal!" screams Chancellor Hassan. "We have been tricked into sending our guard away, leaving the city undefended! Please, adventurer, help us defend Al Kharid from this Menaphos plot, or all may be lost!"

A wave of chittering emerges from the dust cloud, making its way towards the city. At the centre of the swarm is a Kalphite of immense size – the Kalphite Queen! Slay her and Al Kharid might just have a chance...

Set up

- Collect the ten Kalphite Queen behaviour cards, eight random Desert terrain cards, the Al Kharid Palace terrain card, the Envenomed card and the Palace Overrun card.
- Separate the behaviour cards into two piles. One for Behaviour Level I and another for Behaviour Level II. Use the Behaviour Level I from the start of the fight, and place the other pile to the side, it will be needed later.

Level I

Level II

- Flip the Kalphite Queen campaign board to the boss fight side to reveal the battleground.
- Place the Palace terrain card in the top-left space and the remainder of the terrain cards are placed randomly, showing the Desert side.
- Place the adventurers in the Palace, and the Kalphite Queen in the space shown.
- Place the Envenomed and Palace Overrun cards beside the battleground.
- Kalphite Queen begins the fight with 20 hitpoints.
- Set up the initiative track to begin the first round of the fight.

Combat Actions

12/7 Ranged Attack

Range: 2 Inflict one wound on the Kalphite Queen, or a Kalphite terrain card, for each successful die.

14/6 Magic Attack

Range: 1 Inflict one wound on the Kalphite Queen for each successful die. If she is on the same space as a Kalphite terrain card, inflict an equal number of wounds on it.

15/6 Treat Poison

Range: Same Space Discard a poison token from an adventurer in range for each successful die.

5/5 Summon Spirit Kalphite

Range: Battleground Place a poison token on the Envenomed card, and the Kalphite Queen may be moved one space, for each successful die. If three or more dice are successful, the Kalphite Queen can't move during her next turn this round.

13/5 Melee Attack

Range: Same Space Inflict one wound on the Kalphite Queen, or a Kalphite terrain card, for each successful die.

13/2 Summon Scorpion

Range: 2 Discard up to one token from the Envenomed card for each successful die. For each token discarded, inflict one wound on the Kalphite Queen.

12/4 Read the Terrain

Range: Battleground One Adventurer may move, for each successful die. If there are two or more successful dice, the Kalphite Queen may be moved one space instead.

12/4 Sleight of Hand

Range: Battleground One adventurer or behaviour card may be moved one slot to the left or right on the initiative track, for each successful die. If there are two or more successful dice, the adventurer may make another, different action this turn.

Poison Condition

During this expansion's boss fight, adventurers can be afflicted with the poison condition.

When an effect causes an adventurer to gain a poison token, place it beside their miniature. An adventurer can only have one poison token at any given time, and its effects are detailed below. A poison token can only be discarded if a rule specifically says so.

Poison – At the end of the round, suffer 1 wound.

5 Enrage

Just as you start to believe victory is yours, the Queen's chitinous hide cracks open and the sound of the swarm rises to a deafening peak. From the broken shell burst four amber wings, carrying the Kalphite Queen to the sky...

The round immediately ends. Do not resolve any end of round effects. Instead, follow the instructions below.

- Return the token **RS** on the boss hitpoint track to 20.
- Discard the current initiative track and the Kalphite Queen behaviour Level I cards, replace them with the Behaviour Level II and set up a new initiative track to begin a new round.

Reminder - At the End of a Round

Remember to resolve the effects of poison tokens and the Envenomed card.

Remember to resolve the effects of Kalphite terrain cards.

Remember to resolve the Palace Overrun card.

When Kalphite Queen is Defeated

The Kalphite Queen descends, defeated. Al Kharid has been saved!

The campaign is complete! Read ending 1.

Defeat

You retreat to regroup, but cannot linger for long or Al Kharid will be lost...

If you would like to try the boss fight again, reset the battleground and boss hitpoints following the original instructions, set the party health to 20, each adventurer gains 3 XP, allocated as they wish, and may re-equip.

Don't Trust The Emissary
Kalphite Queen Boss Fight

You were right to suggest putting the guard on high alert. A deafening explosion from the south rattles the palace. From behind the settling dust cloud, a swarm of chittering Kalphites emerge, moving in the direction of the city... but the Al Kharid Guard stand ready! Moving as one to defend their homes, the Guard push the swarming insects back to their caves.

"The people celebrate, but this is not over." the Chancellor broods. "The path from the city to the caves remains open, and we are vulnerable. I must ask for your aid one more time. If the Kalphite Queen is slain, the swarm will no longer be a threat. Please, descend into the Kalphite cave and finish this!

Set up

- Collect the ten Kalphite Queen behaviour cards, 9 Desert terrain cards and the Envenomed card.
- Separate the behaviour cards into two piles. One for Behaviour Level I and another for Behaviour Level II. Use the level 1 behaviour cards from the start of the fight, and place the other pile to the side, it will be needed later.

Level I

Level II

- Flip the Kalphite Queen campaign board to the boss fight side to reveal the battleground.
- The terrain cards are placed randomly, as shown.
- Place the adventurers in the different spaces of their choice, and the Kalphite Queen in the space shown.
- Place the Envenomed card near to the battleground.
- Kalphite Queen begins the fight with 20 hitpoints.
- Set up the initiative track to begin the first round of the fight.

Reminder - At the End of a Round

Remember to resolve the effects of poison tokens and the Envenomed card.

Remember to resolve the effects of Kalphite terrain cards.

Remember to resolve the Palace Overrun card.

Combat Actions

13/5 Melee Attack

Range: Same Space — Inflict one wound on the Kalphite Queen, or a Kalphite terrain card, for each successful die.

12/7 Ranged Attack

Range: 2 — Inflict one wound on the Kalphite Queen, or a Kalphite terrain card, for each successful die.

14/6 Magic Attack

Range: 1 — Inflict one wound on the Kalphite Queen for each successful die. If she is on the same space as a Kalphite terrain card, inflict an equal number of wounds on it.

5/5 Summon Spirit Kalphite

Range: Battleground — Place a poison token on the Envenomed card, and the Kalphite Queen may be moved one space, for each successful die. If three or more dice are successful, the Kalphite Queen can't move during her next turn this round.

15/6 Treat Poison

Range: Same Space — Discard a poison token from an adventurer in range for each successful die.

13/2 Summon Scorpion

Range: 2 — Discard up to one token from the Envenomed card for each successful die. For each token discarded, inflict one wound on the Kalphite Queen.

12/4 Read the Terrain

Range: Battleground — One Adventurer may move, for each successful die. If there are two or more successful dice, the Kalphite Queen may be moved one space instead.

12/4 Sleight of Hand

Range: Battleground — One adventurer or behaviour card may be moved one slot to the left or right on the initiative track, for each successful die. If there are two or more successful dice, the adventurer may make another, different action this turn.

Poison Condition

During this expansion's boss fight, adventurers can be afflicted with the poison condition.

When an effect causes an adventurer to gain a poison token, place it beside their miniature. An adventurer can only have one poison token at any given time, and its effects are detailed below. A poison token can only be discarded if a rule specifically says so.

Poison – At the end of the round, suffer 1 wound.

5 Enrage

The giant Kalphite roars and drops to the ground. For a brief moment, the chittering ceases and there is silence among the rubble. Then, as you begin to believe victory is yours, the Queen's chitinous hide cracks open and the sound of the swarm rises to a deafening peak. From the broken shell burst four amber wings, carrying the Kalphite Queen to the sky. This fight is far from over...

The round immediately ends. Do not resolve any end of round effects. Instead, follow the instructions below.

- Return the token **RS** on the boss hitpoint track to 20.
- Discard the current initiative track and the Kalphite Queen level 1 behaviour cards, replace them with the level 2 Kalphite Queen behaviour cards and set up a new initiative track to begin a new round.

When Kalphite Queen is Defeated

The campaign is complete! If Osman was removed from the map by the Osman Spy card, read ending 2. Otherwise, read ending 3.

Defeat

You retreat and regroup, but cannot linger for long. Al Kharid needs you...

If you would like to try the boss fight again, reset the battleground and boss hitpoints following the original instructions, set the party health to 20, each adventurer gains 3 XP, allocated as they wish, and may re-equip.

ENDINGS

Ending 1 – Believed the Emissary

The city of Al Kharid has been humbled, but she is still standing.

"This..." whispers a cloaked figure emerging from the dust, "is why you don't leave espionage to amateurs." The spymaster, Osman makes a dramatic entrance.

"You've been made to look like fools by an obvious ploy. Once I got wind of the scheme to detonate charges in the Kalphite caves, leaving the bugs free to swarm over Al Kharid, I sent my agents to deal with the threat. However, I underestimated the skill of my adversary. Not only did I fail to disarm the plot, I revealed my position and forced myself into hiding. It was clever of them to spread lies about me, casting doubt on my loyalties. A trained operative would have seen straight through the deceit, of course. Nevertheless, the plot is thwarted and Al Kharid is once again safe. For that, I thank you."

Shaking his head, Osman disappears into the crowd of grateful Al Kharid citizens, no doubt to attend to his many other ongoing schemes.

"Never mind him." Chancellor Hassan notes. "He thinks he's the smartest person in the desert. Anyway, you've helped us achieve a great victory today! Come, a celebration feast is being prepared in the palace, and you are the guest of honour!"

Ending 2 – Didn't believe Emissary and found Osman

Returning from the Kalphite Caves victorious, you find the spymaster himself, Osman, waiting for you.

"It is a rare thing that I am impressed, but I must say both your skill in combat and espionage are beyond what I would have expected. You did the right thing in rooting out the lies of the emissary. I'll admit, it was clever of my adversary to spread doubt about my loyalties, even if it was, in the end, ineffective. Since you have proven your worth, I will let you into my confidence. I have big plans for the future of the desert, and with your skill you could play a significant part in bringing them to fruition. I may seek you out in times to come..."

The approaching footsteps of Chancellor Hassan causes just enough of a distraction for Osman to, once again, disappear into the shadows.

"Was that Osman?" Chancellor Hassan notes. "Ah never mind, you've helped us achieve a great victory today! Come, a celebration feast is being prepared in the palace, and you are the guest of honour!"

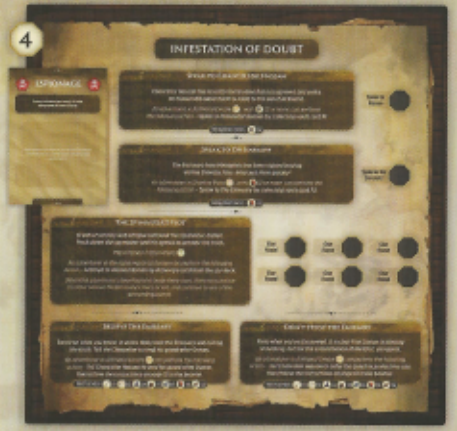
Ending 3 – Didn't believe Emissary and didn't find Osman

Returning from the Kalphite Caves victorious, you find the spymaster himself, Osman, waiting for you.

"You have saved the city, it seems. I owe you my thanks for putting an end to this plot against Al Kharid. Once I got wind of the scheme to detonate charges in the Kalphite caves, leaving the bugs free to swarm over Al Kharid, I sent my agents to deal with the threat. However, I underestimated the skill of my adversary. Not only did I fail to disarm the plot, I revealed my position and forced myself into hiding. You did manage to see through the emissary's lies, and have certainly proven yourselves worthy combatants, though your espionage skills could use a little fine-tuning. Perhaps I may have a use for you in future..."

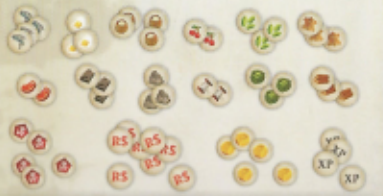
The approaching footsteps of Chancellor Hassan causes just enough of a distraction for Osman to, once again, melt into the shadows.

"Was that Osman?" Chancellor Hassan notes. "Ah never mind, you've helped us achieve a great victory today! Come, a celebration feast is being prepared in the palace, and you are the guest of honour!"



Infestation of Doubt Campaign Set Up Example

1. Al Kharid Region Map
2. Al Kharid Exploration Deck
3. Connection Tokens
4. Infestation of Doubt Campaign Board and Danger Card
5. Infestation of Doubt Vault Deck
6. Spy Deck
7. Summoning Skill Cards
8. Summoning Reference Cards
9. Summoning Pool
10. Summoning Tokens
11. Back of this Booklet



Osman Sightings Table

Roll a d10 and place Osman in the region corresponding with the result.
If the result matches the region he is currently in, roll again.

1	Duel Arena	6	Rimmington
2	Barbarian Village	7	Grand Exchange
3	Draynor Village	8	Black Knight's Fortress
4	Taverley	9	Port Sarim
5	Shantay Pass	10	Al Kharid Centre

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